

GAME BOY ADVANCE

AGB-AKXE-USA

SPIDER-MAN™

INSTRUCTION BOOKLET

ACTIVISION®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the Spider-Man Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Spider-Man Game Pak is for the Game Boy® Advance system only.

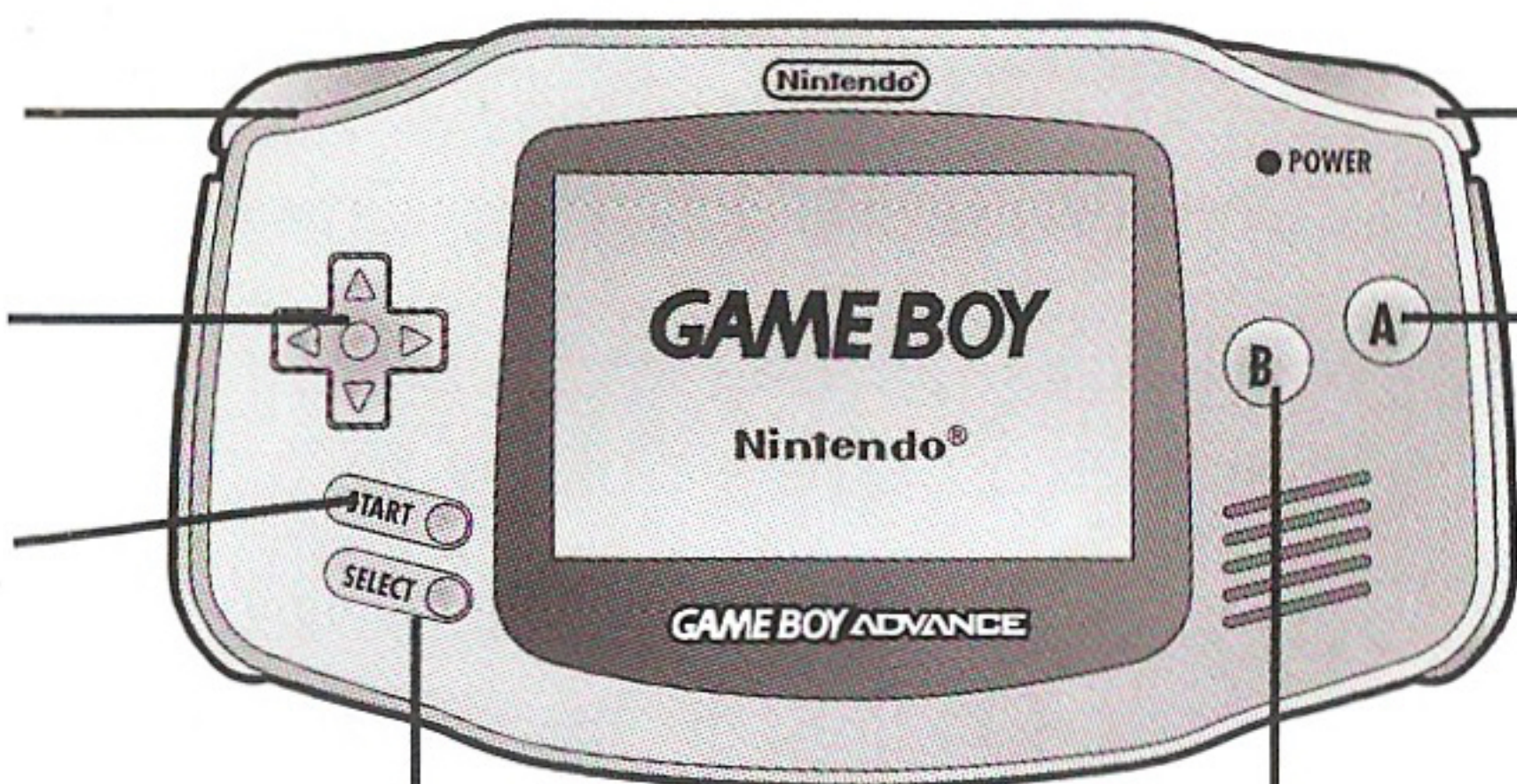
GAME BOY® ADVANCE CONTROLS

L Button
Use Current
Web-Up

Control Pad
Move/Crouch/
Look Up/
Look Down

Start
Pause Game

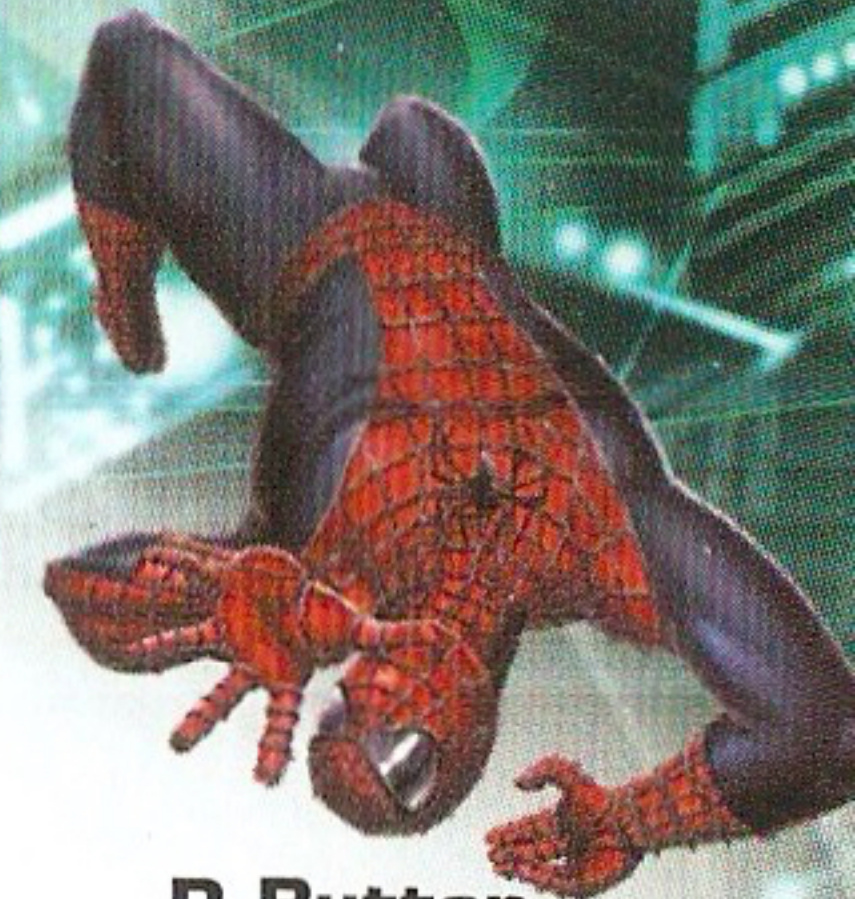
SELECT
Take Picture
(when flashing camera appears)/
View Pictures Taken



R Button
Cast a
Web-Line

A Button
Jump/
Web Swing

B Button
Attack



SPIDER-MAN CONTROLS

L Button: Use current Web-Up.

R Button: Cast a Web-Line. Use the Control Pad to direct your Web-Line. Pressing and holding the **R** Button will cause Spider-Man to shoot a web in a given direction and "zip" to it (without swinging).

Control Pad: Move/Crouch/Look Up/Look Down

A Button: Jump/Web Swing. Press the **A** Button once to jump in the air and press the **A** Button again quickly to begin swinging. Repeatedly press the **A** Button to continue swinging.

B Button: Attack. Press the **B** Button rapidly to execute a combo.

Quarter Circle Forward (↓↘⇒) + B Button: Spidey Special. Use this attack to deal massive damage to your foes.

START: Press **START** during gameplay to access the Pause Menu.

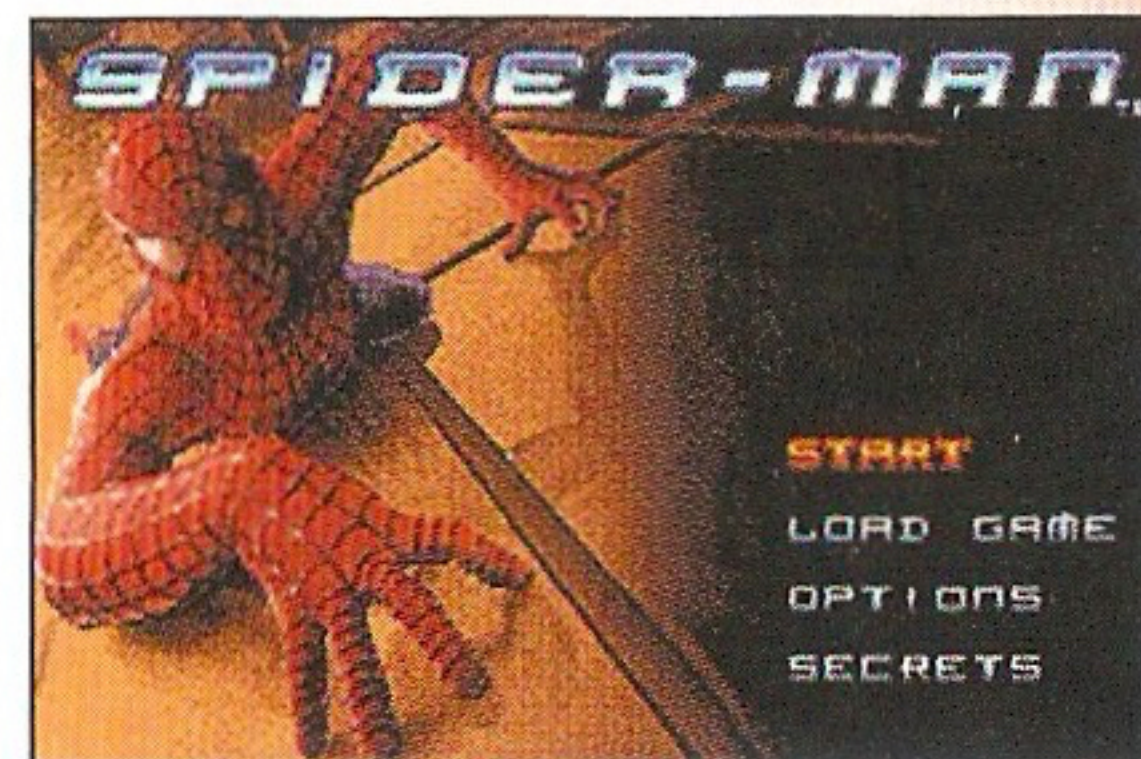
SELECT: Press **SELECT** when a photo op (identified by a flashing camera) appears. Capture all of the pictures in each level to unlock photos from the movie! There are 14 in all. Pressing **SELECT** during gameplay (when there isn't a flashing camera) will allow you to view any pictures you have taken during the current level.



SPIDER-MAN - BEGINNINGS

Bitten by a genetically altered spider, Peter Parker develops extraordinary spider-like powers. After the tragic death of his uncle, Peter dedicates his life to fighting crime. As Spider-Man, he begins his crime-fighting career by patrolling the city, searching for wrongs to right. Spidey deals with thugs of every variety on a daily basis—muggers, pickpockets, and burglars are all in a day's work. However, lately it seems that a crime wave has blanketed the city and there is some yet unknown sinister mastermind behind it. Can our web-slinging hero put a stop to this crime spree and uncover the villain behind it? Will his spider abilities be enough? Stay tuned and start playing to find out...

MAIN MENU



Start: Select Start to begin Spidey's adventure. From the Start Menu, select a game slot to use, then enter your initials. If you select a save slot with an existing game, you will be asked if you wish to replace it. Note that replacing a saved game will permanently delete it!

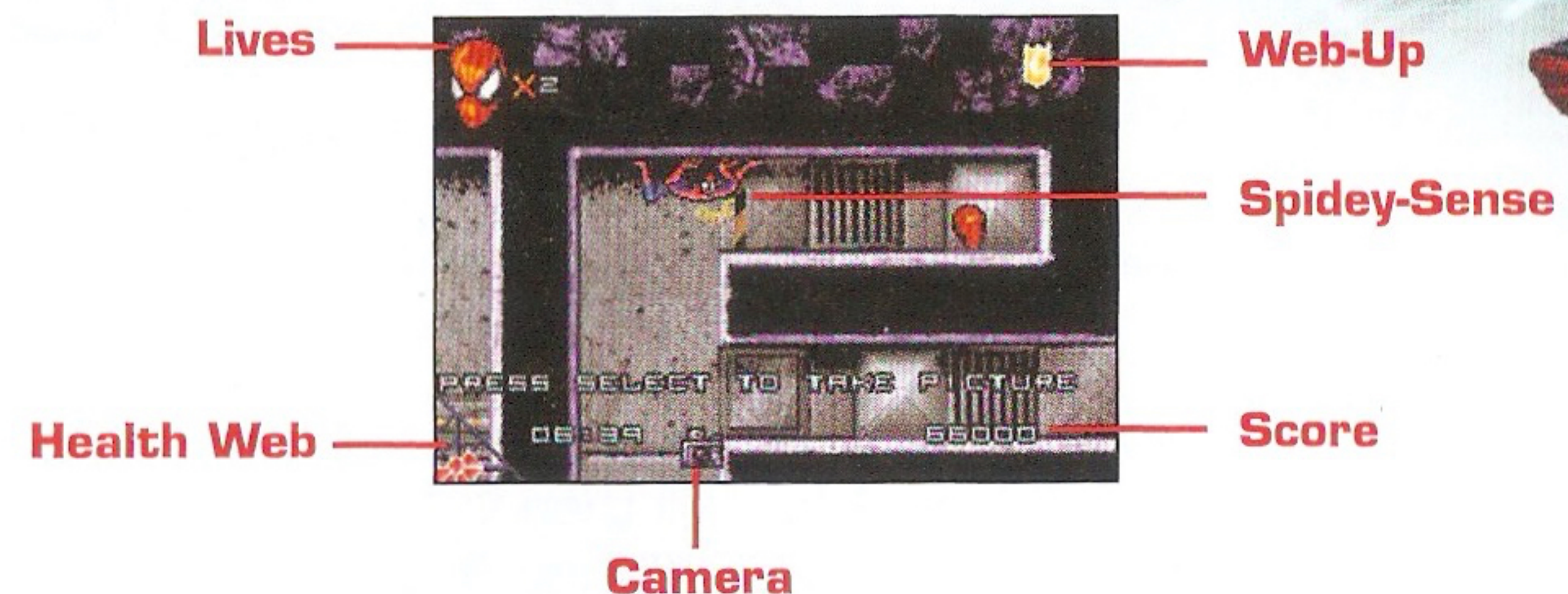
Load Game: From here you can load a previously saved game. Upon loading a saved game you will begin at the start of the last

level you attempted. From the Load Game screen you can also choose to erase previously saved games, but be careful—any secrets unlocked may be erased with your saved game!

Options: Select Options to turn the music and sound on or off. You can also view the credits here.

Secrets: This menu option allows access to all of the goodies you unlock while playing the game. Press the **A** Button while a locked secret is highlighted to see what you can earn and how to unlock it.

ON-SCREEN DISPLAY



Lives: The player's remaining number of lives is displayed in the upper left corner of the screen, next to Spidey's mask. The number of lives only appears at the start of a level, when you restart from a save point, or when you re-enter gameplay from the Pause screen.

Web-Up: This icon represents the current Web-Up in your possession and the number of shots remaining.

Spider-Sense: If there is danger, a secret, or a mission objective nearby, your Spider-Sense flashes.

Score: The score counter keeps track of the points you've earned during your adventures. Remember, you get an extra life for every 30,000 points earned!

Camera: When this icon appears, you have five seconds to take a picture (by pressing **SELECT**). Spider-Man will then take a picture that he can sell as Peter Parker to the Daily Bugle. Pictures not only give Spider-Man bonus points, but if you find all of the photo ops in a level and successfully take all of the pictures, you can unlock a photo from the movie as well.

Health Web: Each triangle in Spidey's web is a point of health. Once the whole web is empty, Spidey loses a life.

Enemy Health: The enemy health bar will appear at the bottom center of the screen when fighting boss characters.

LIVES AND HEALTH

If Spidey receives too much damage in combat, he'll lose a life. If you have any lives remaining, Spidey will respawn at the last save with renewed health. If Spidey dies with no lives left, it's Game Over. You can retry the current level by selecting your saved game using the Load Game option in the Main Menu.

Remember to pick up extra lives and health power-ups throughout the levels to prepare Spidey for more bad guy confrontations.

Luckily, when Spidey starts a new level, he will begin with full health and a full count of Web-Ups.



POWER-UPS



Red Health-Up: Regenerates 25% of Spidey's health. If Spidey is at full health, this power-up will do nothing.



Blue Health-Ups: Regenerates 50% of Spidey's health. If Spidey is at full health, this power-up will do nothing.



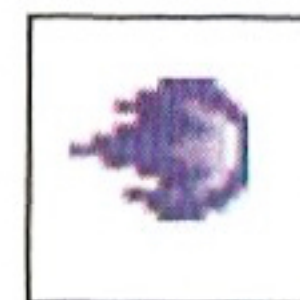
Life-Ups: These give Spidey one additional life. You also gain an additional life for every 30,000 points you earn during gameplay.



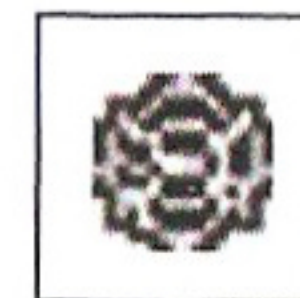
Gold Spiders: Each Spider is worth 500 points. Collecting all of the Gold Spiders on the level will give you a special reward!

WEB-UPS

When Spider-Man gets a Web-Up, he can fire a special web attack using the **L** Button. If Spidey already has a web power-up and he gets another, the previous one is dropped. Web-Ups are carried from level to level.



Power Web: The basic Web-Up available to Spider-Man. Allows Spidey to fire a hardened web ball that causes damage to a single opponent.



Sticky Web: Spidey launches a ball of sticky webbing that can capture an enemy, rendering them harmless.

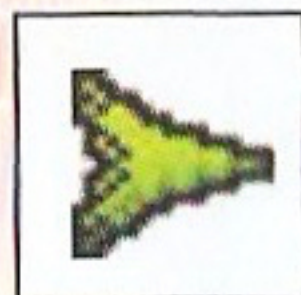


Web Bomb: Spidey can throw web bombs that arc, bounce, and cause massive damage to his enemies.





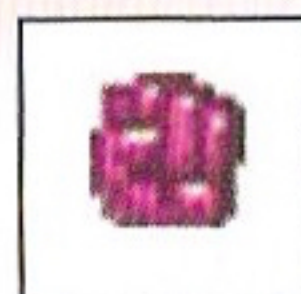
Web Shield: This Web-Up forms a shield that blocks all attacks for a short time. Spider-Man is immobile while the Web Shield is in use; however, nearby enemies take damage when he breaks out of his cocoon.



Net Blast: The Net Blast casts a web-line that drags an enemy close to Spidey and then immobilizes them. The web-slinger can take his time with the captured bad guys after using this power-up.

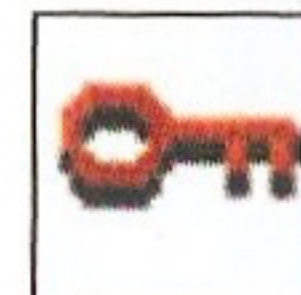


Invulnerability: Activating this Web-Up makes Spidey temporarily invulnerable to all attacks. Fighting and rescuing gets much easier when you don't take any damage!

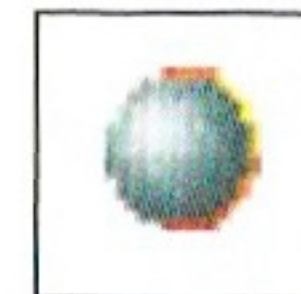


Arachnid Strength: For a limited time, Spidey is granted increased strength and causes significantly more damage to his enemies.

GAMEPLAY



Door Keys: Most doors are unlocked, but others require a key. The keys are hidden throughout each level. Walk over the key to acquire it and the doors will be unlocked when you attempt to enter them.



Spin Points: Spider-Man can attach his Web-Line to these points and "spin" around them. He can then use the spin points to launch himself into the air and get to hard-to-reach places. While spinning, press **Up** or **Down** on the Control Pad to move Spidey closer to or further from the Spin Point.



Bonus Stage: Between levels, you will sometimes encounter a Bonus Stage. This is an opportunity for Spidey to earn extra points and maybe even an extra life.

Press the **A** Button at the proper time to keep Spider-Man swinging through the level. Use your compass to find the 10 Green Gas balloons before they can be released on the helpless citizens of New York! If you find all 10 balloons before time runs out, you'll be rewarded with an extra life. Remember, timing is everything!



ENEMIES



Hand-to-Hand Thug: These bad guys close in on Spider-Man for a more "personal" attack.



Grenade Thug: Hired goons that love to hurl bombs at Spidey. Use any means necessary to avoid getting hit by the grenades they throw!



Projectile Thug: After firing a weapon at Spider-Man, these thugs pause to reload their weapon before firing again. Time your attacks just right and you may be able to get to them before they get to you...



Hunter Killer Units: These nasty little robots track Spider-Man by detecting his arachnid DNA. The smaller ones are no match for Spidey's might, but watch out—there may be a big brother around the corner...



BOSSES



Vulture™—Originally an electrical engineer, Adrian Toomes was also a budding inventor of considerable skill. Early in his career he created an electromagnetically powered harness that gave the ability of flight to anyone who wore it. The power he felt after donning the device led him down the dark path of crime and corruption, resulting in the birth of the Vulture.



Shocker™—An unsuccessful burglar, Herman Shultz developed the infamous Vibro-Shock units during an extended stay in prison. The Shocker, Herman's alter-ego, uses two Vibro-Shock units that attach to his hands and forearms to create high-pressure air blasts which are very powerful and very destructive. The units can also create a vibrational shield that deflects blows aimed at him. When coupled with a uniform of foam-lined fabric (that absorbs the impact caused by his Vibro-Shock units), he can be a very difficult foe to deal with.



Scorpion™—MacDonald "Mac" Gargan became the Scorpion after chemical and radiological treatments caused a mutagenic change in his DNA. Similar to Spider-Man, Mac's mutated DNA imbued him with superhuman strength, speed, and agility. Shortly after his mutation, Gargan was physically bonded to a bio-



mechanical battlesuit created specially for him. It was at this time that the Scorpion was truly "born." Attached to his battle armor is a 7 foot tail, which is cybernetically controlled. The tip of his tail has a spike that can fire force blasts. Scorpion is one tough customer, so try not to make him mad...

M.E.C.H. (Mega Electric Creature Hunter)™—

The Mega HK unit was devised by Norman Osborn to track down and "remove" any threat to his company. It is the ultimate robotic sentry. Watch out for this one, Spidey!



Kraven™—The son of a Russian aristocrat, Sergei Kravinoff found he had a great talent at an early age—hunting. After meeting a witch doctor on an expedition in Africa, Kraven ingested an herbal potion which enhanced his physical powers. Kraven is swifter than the falcon and more agile than a jungle cat.



Green Goblin™—As the co-owner of a leading military high-tech corporation, Norman Osborn was less obsessed with money, and more obsessed with power. Osborn's desire to complete his experimental "human performance enhancer" drove him to desperate measures. The formula was supposed to increase the intellect and physical strength of an ordinary human being to create a new breed of super-soldier. With OsCorp on the verge of bankruptcy, Osborn became impatient and decided to become the first human test subject. The effects not only gave him super-human strength but drove him to madness as well! Since that day he has become the arch-enemy of Spider-Man. His array of weaponry includes Pumpkin Bombs, Gas Bombs, Electro-Gloves, and the deadly Goblin Glider.



LEVELS

Chapter 1: Crime Spree!

While patrolling the city, our hero comes upon a mysterious band of thugs. As Spider-Man investigates, he discovers that the thugs have taken hostages. Use your spider abilities to find all of the hostages and foil the bad guys.

Chapter 2: The Cradle Will Fall

The mysterious roving thugs are attempting to destroy a massive building. As Spidey rushes inside to survey the damage, he becomes trapped inside! You will have to use every power at your command to escape this trap, Spidey!

Chapter 3: Dock Work

Spider-Man reaches the docks and thugs scatter, trying to conceal some dangerous-looking barrels. After further investigation, it appears that these evil villains are planning to unleash a toxic gas upon the city. Spidey must hunt down and subdue the thugs before they can escape with the deadly toxin. Don't forget to destroy every canister of green gas before you leave!

Chapter 4: From Stem to Stern

The trail along the docks leads Spidey to a mysterious freighter. Spread out across the deck of the ship are more barrels of the toxic green gas. Destroy every one so that a sinister plan cannot be set in motion!

Chapter 5: Run Shocker Run

A news report shows footage of Shocker attacking the Quest Aerospace mid-town facility. After making his attack, Shocker escapes through the subway system. Spider-Man is going to have to get down and dirty if he wants to stop Shocker this time...

Chapter 6: Next Stop, Hostages!

Shocker has endangered innocent people and Spidey must swing to the rescue and scoop bystanders out of harm's way. Find all of the hostages then track down Shocker to uncover who he's working for!



Chapter 7: World Unity Festival

Spider-Man has to quickly make his way among the floats in the parade in order to disarm a series of hidden bombs. Unfortunately, the floats weren't made for battle, and navigating them could be as hazardous as the thugs that attempt to stop you!

Chapter 8: Chinatown Underground

A new villain arrives! Scorpion is spotted exiting a bank with strange creatures scuttling around the area. These little robotic beauties employ a variety of weaponry and can stick to objects just like Spider-Man! Look out Spidey, you're in for the fight of your life!

Chapter 9: OsCorp: Infiltration

Spider-Man enters the labyrinthine halls of OsCorp and is greeted by numerous death traps and hordes of HK Units! Can Spidey find his way through the maze of 'bots and traps to find out who's behind it all?

Chapter 10: Carnival of Terror

Spider-Man must navigate through a twisted Coney Island. You must rely on your reflexes and Spider-Sense to make it through this in one piece. In addition to finding Mary Jane's captor, you must find and defuse the bombs before anyone gets hurt! Nasty surprises abound—dart traps, spears, and HK units are everywhere. Spidey is up against yet another deadly challenge!

Chapter 11: Take It To the Bridge

This is it! The showdown between the Green Goblin and Spider-Man. Spider-Man must battle his way through an onslaught of HK units and evil thugs in an effort to reach the Goblin before he can harm Mary Jane. Good luck, web-slinger!



HINTS

- Remember to use your Web-Line in “sticky” situations. Sometimes the only way to avoid those pesky traps is to zip your way past them.
- To swing through wide open spaces, press the **A** Button to jump into the air, then press the **A** Button again to begin swinging. Pressing the **A** Button repeatedly will allow you to quickly move through many areas.
- Pay attention to your Spider-Sense. A well-timed reaction can save Spidey from many dangerous situations. Your Spider-Sense will also tell you when a secret area is nearby.
- Try to vary your attacks. Using a jump attack or the **QCF + B** Button may be difficult to pull off, but it will dispatch enemies much more quickly.
- Use Spin Points to collect out-of-the-way power-ups and launch Spidey up to hard-to-reach places.

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